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The Last Alliance™

Two thousand years ago, the Dark Lord Sauron, bearing the Ring of Power, sought dominion over all Middle-earth. The Men of Gondor, led by Elendil, and Gil-galad's Elves were forced to unite against the evil hordes of Mordor.

> *'In the land of Mordor, in the Fires of Mount Doom, the Dark Lord Sauron forged in secret a master Ring, to control all others.'*
>
> GALADRIEL™

In the Second Age, Sauron gained the trust of the Elves, disguising from them his true nature. Misguided, they helped him to forge the 19 Rings of Power. Three of these were gifted to the Elves, nine to the Kings of Men and seven to the Dwarf Lords, granting their bearers great power and wisdom. However, unknown to anyone but himself, Sauron forged another Ring in the fires of Mount Doom – The One Ring that would grant him power over all the others and their bearers. Eventually, his evil intent was revealed and Sauron began his efforts to conquer and lay waste to all of Middle-earth. The only hope for the realms of Elves and Men was to unite, in the belief that bravery, valour and comradeship would give them the strength to overcome this most terrible of foes.

In this Pack's Playing the Game, we present additional rules for using strategies in your Battle Games to outwit and outmanoeuvre your opponents. In the Battle Game, you will be able to put these strategies to use as the forces of Mordor clash with the warriors of the Last Alliance. In the Painting Workshop, we show you how to paint the warriors of the Last Alliance included in this Pack, in addition to providing techniques for improving the paint scheme of your original Elves and Men from Pack 2. Finally, the Modelling Workshop provides you with instructions for creating a spectacular set of modular terrain, which you can use to represent the barren plains of Mordor in your Battle Games.

◄▲ DEFENDERS OF MIDDLE-EARTH

The Men and Elves hope that their combined might will be enough to defeat Sauron.

Grand Strategies

The forces of the Second Age included some of the greatest generals ever to walk the battlefields of Middle–earth. In this Pack's Playing the Game, we present special rules for including their strategies in your battle games.

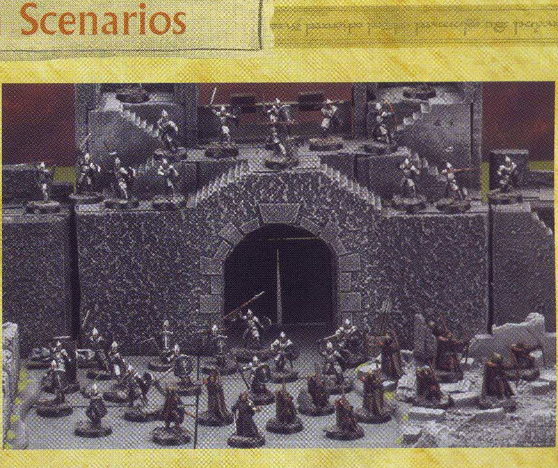
The Second Age of Middle-earth was a time of great and terrible conflicts, as Sauron's unrelenting forces attempted to bring all races under his power. The Dark Lord's skill in war had been honed over many centuries of bloodshed. Among the races of Men and Elves, great Heroes arose to face this deadly threat. Gil-galad and his herald Elrond, as well as Elendil and his son Isildur, were powerful leaders and warriors. Both Gil-galad and Elendil were masterful generals, able to command their armies like extensions of their will upon the battlefield. In this Pack's Playing the Game, we present special rules for including tactical advantages in your game, reflecting the skill of the generals of the Second Age. Although these rules are designed to be used as part of a points match scenario, it is possible to apply them to any Battle Game of your own devising.

◄ GREAT GENERAL
Elrond commands his Elven Warriors in the heat of battle.

Points Match Scenarios

In Pack 23's Battle Game, 'Open War', we showed you a points match scenario – a simple and fun game, where both sides pick their forces to an agreed points limit. This allows you the freedom to select your force using any of the models in your collection, as well formulating your own tactics based on your choice of force.

The Strategies presented here only work if you are using certain of the points match scenario rules, such as the deployment rules. To deploy in a points match, one player places half his force first, followed by the other player placing half of his force and then finally both sides place the remainder of their force in the same order.



▲ POINTS MATCH FORCE
This Gondorian force has been chosen with 300 points.

Using Strategies in Your Battle Games

Strategies are special tactical advantages used by forces to gain an edge in battle. They represent the wisdom, daring and sometimes trickery of the army's general. The special rules presented here are designed to be used in a points match scenario, such as the 'Open War' Battle Game from Pack 23. They are also designed to be optional, meaning that you should only use them if you and your opponent agree to include them in your games. When using Strategies in your Battle Games, apply the following restrictions:

- The Good side may only take Good Strategies and the Evil side may only take Evil Strategies.
- A force cannot purchase the same Strategy more than once.
- Strategies can only be used once during the course of a Battle Game.
- Every Hero included in your force gives you one Strategy point (SP), with which to buy Strategies. Thus, if you had three Heroes in your force you could take a Strategy worth one point and a Strategy worth two points, or a single Strategy worth three points.

◄ CHOOSING STRATEGIES

This force of Mordor Orcs is led by two Heroes, giving the Evil player two Strategy points to spend.

> *'Prepare for battle!'*
>
> GANDALF™

Using Strategies in Other Kinds of Games

It is possible to use the rules for Strategies in scenarios other than just points matches. However, most scenarios already have their own set of special rules, so you will need to decide how it will affect that game and whether or not it will unbalance things for either side. You can refer to Pack 17 for more information on creating and balancing your own scenarios. Also, while these rules represent the skills of the Second Age generals, there is no reason why you cannot use them in games set during other periods of Middle-earth history.

▲ BATTLEFIELD TACTICS

The Rohirrim force uses the 'Inspiring Leadership' Strategy to call a heroic move and make a vital charge.

Good Strategies

Commanding Presence (1 SP)

Great commanders instill loyalty in their troops, filling them with resolve and inspiring them to hold their ground no matter the odds. Once during the game, all your models may ignore the normal rules for taking Courage tests. This means your warriors will not be required to take Courage tests for being outnumbered by their foes, if the Good force is below half its starting number of models, or to charge a Terrifying creature. The effects of this Strategy last until the end of the turn and apply to all Good models.

➤ BRAVE WARRIORS
'Commanding Presence' allows the High Elves to charge Sauron without having to take a Courage test.

Tipping the Balance (2 SP)

Some generals have a seemingly supernatural ability to swing the battle in their favour. The Good player may use this Strategy to automatically win the dice roll to decide a tied fight or a simultaneous Heroic move or Heroic shoot. In addition, any such rolls that are made for the rest of the current turn are also considered to be won by the Good side.

◄ SWAYING FATE
In a drawn fight between the equally matched Orc Captain and Captain of Men, the Good player tips the balance.

Inspiring Leadership (3 SP)

Those that fight under the command of great leaders can be inspired to mighty deeds by virtue of their general's leadership. Once during the game, the Good player may use a model without a Might store to call a Heroic Action. The Heroic Action functions in the same fashion as if a Hero had called it.

➤ UNSUNG HEROES
An Elven warrior leads his fellows in a heroic shoot.

Evil Strategies

Hidden Deployment (1 SP)

Sauron's lieutenants excelled in treacherous tactics, moving their armies by night and hiding their true numbers. Using the points match scenario, rather than one player and then the other deploying their force in two halves, the Good player must deploy his entire force before the Evil player. Once the Good player's army is fully deployed, the Evil player deploys his. After deployment is complete, the battle proceeds as normal.

➤ SNEAKY ORCS

Deploying after the Good force allows troops such as archers to get into the most favourable position to attack their targets.

◄ TIRELESS EVIL

A 'free' move in the first turn means the Elven archers will have fewer chances to shoot at the Orc warriors.

Forced March (2 SP)

The commanders of Mordor think little of pushing their warriors tirelessly to get them to battle. At the start of the game, before either side has taken a turn, the Evil player may move any or all of his models up to their normal movement allowance. This is treated as a normal move, though it cannot be used to move models into combat. Once the Evil player has made this move, the battle begins as normal.

Delaying Tactics (3 SP)

A favoured tactic of the forces of Mordor is to lay ambushes for unwary forces. The Good player must allocate 100 points of his army to have been delayed by an ambush. This force cannot contain any Heroes. The delayed force is not deployed with the rest of the Good player's army. Instead, at the start of the Good side's second Move phase, the Good models will move onto the table from the Good player's table edge. The delayed models may not charge on the turn they arrive.

➤ TOO LATE

Delayed by Orc ambushes, the Men of Gondor are not in time to save their Elven allies.

Battle in Gorgoroth™

The Second Age saw fighting on a terrible scale, as great armies clashed across the battlefields of Middle-earth. In this Battle Game, we show you how to recreate one of the ancient battles that led to the downfall of Sauron and his minions.

The stormclouds of war are gathering across the lands of Men and Elves as the Dark Lord Sauron assembles a mighty army with which to crush his enemies. For years he has been growing in strength, forging the Rings of Power to bring the free races of the world under his sway. Wielding The One Ring, he hopes to overcome the forces of good. However, arrayed against him are the great heroes of the Age, Elendil, Isildur, Gil-galad and Elrond – powerful individuals who have been drawn together to fight a common enemy and free their people from the growing taint of evil. This Battle Game takes place in Gorgoroth, deep in the land of Mordor, where Elrond and his allies struggle against Sauron's warriors.

➤ BATTLEFIELDS OF MIDDLE-EARTH

The lands of Middle-earth have become stained with the blood of Men, Elves and Orcs.

THE COMBATANTS

For this Battle Game, the Good player will need the Elrond miniature included in Pack 36. He will also need all of the Second Age High Elves and Men of Gondor miniatures and card figures included in this and previous Packs. The Evil player will need all the Mordor Orc miniatures and card figures from previous Packs, as well as the Mordor Orc Standard Bearer included in Pack 42. He will also require the Grishnákh model from Pack 17 to use as a Mordor Orc Captain, as well as both the Mordor Troll card figures from Pack 42.

➤ WARRIORS OF GOOD

The Last Alliance unites the Men of Gondor and High Elf warriors, led by great heroes like Elrond.

CHARACTER PROFILES

The Last Alliance™

Against the evil ambitions of the Dark Lord Sauron stand the armies of the Last Alliance. A coalition of Men and Elves, the Last Alliance has been gathered to put an end to the armies of Mordor and their bloody assault upon the lands of Middle-earth. Led by great generals – such as the Elven High King Gil-galad and Elendil, the King of Gondor – the armies of the Free Peoples have marched and battled their way into the heart of the cursed land of Mordor. Here, heroes such as Elrond, Gil-galad's herald, must test their skill and bravery against the most terrible of foes.

Army of Evil

The time of Sauron is at hand! With his armies arrayed around him, the Dark Lord has descended upon the Free Peoples of Middle-earth in his terrible quest for dominance. Almost unstoppable, his forces have crushed all that have been sent to oppose them. Now, however, the Elves and Men have forged an alliance and stand united against the might of Mordor. Incensed by this act of defiance, Sauron has mustered a huge force and prepares to end the hopes of the Alliance once and for all.

The Gaming Area

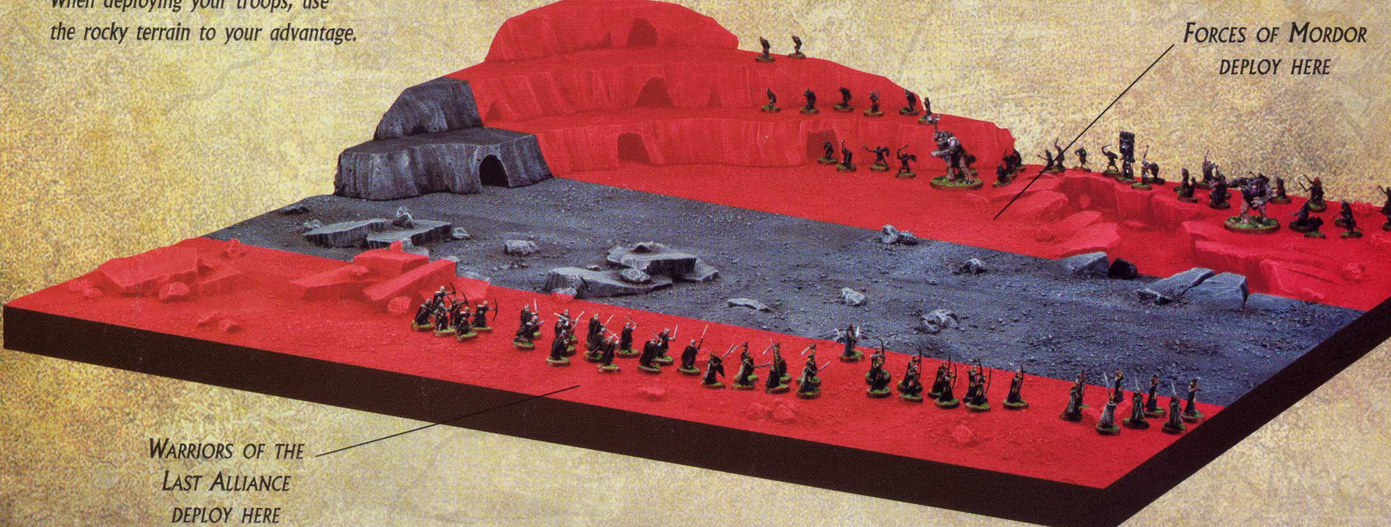
This battle takes place in the wastes of Mordor. The modular terrain from this Pack's Modelling Workshop is ideal to represent the battlefield. Using all four sections will give you a 120cm/4' by 120cm/4' board. If you want to add some more features to the battlefield you could use some of the Moria mine facings from Pack 20.

▲ **BROKEN BATTLEFIELD**
When deploying your troops, use the rocky terrain to your advantage.

Starting Positions

In this game, the players get to choose where their forces will set up, using the following rules:

- Each player rolls a dice and the player who scores the highest chooses which of the table edges he wants to deploy along. The other player will set up along the opposite edge.
- Both players then split their forces into two halves, with an equal number of models in each if possible.
- Both players roll a dice and whoever rolls highest starts to deploy, as described below.
- The first player chooses one half of his force and deploys it onto the table so that each model is within 28cm/12" of his table edge.
- The other player then deploys one half of his force anywhere within 28cm/12" of his table edge.
- After that, the first player deploys the remainder of his force, within the same area. Finally, the other player places the second half of his force in his deployment area.


FORCES OF MORDOR DEPLOY HERE
WARRIORS OF THE LAST ALLIANCE DEPLOY HERE

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Elrond	6/-	4	7	3	3	7	14cm/6"	3	3	3
High Elf	6/3+	3	5(6)	1	1	5	14cm/6"	-	-	-
Captain of Men	4/4+	4	4(5)	2	2	4	14cm/6"	2	1	1
Man of Gondor	3/4+	3	4(5)	1	1	3	14cm/6"	-	-	-
Mordor Orc Captain	4/5+	4	5(6)	2	2	3	14cm/6"	2	1	1
Mordor Orcs	3/5+	3	4(5)	1	1	2	14cm/6"	-	-	-
Mordor Troll	7/5+	7	7	3	3	3	14cm/6"	-	-	-

NB. Any model that carries a shield adds +1 to its Defence value, unless it also has a bow.

Special Scenario Rules

Last Alliance

Whenever Men and Elves gathered to fight together, their Captains would lead side by side. For this Battle Game the Good player should nominate one of his Men of Gondor to represent a Captain of Men. Treat the chosen model in all respects as a Captain, armed as depicted on the figure.

Strategic Advantages

The forces of Good must use their battle skills to outwit the Orc commanders as they clash across the plains of Gorgoroth. In this Battle Game, each side may make use of the Strategies presented in this Pack's Playing the Game. The number of Heroes on each side means the Good side has two Strategy points and the Evil side has one.

WINNING THE GAME

In this Battle Game, both players are trying to destroy the other force's fighting effectiveness. Victory is achieved once one of the following conditions is met:

- A player scores a major win if, at the end of the current turn, he has killed more than half of the opponent's models and has at least one surviving Hero.
- A player scores a minor win if, at the end of the current turn, he has killed more than half of the opponent's models, but has no Heroes left alive on his side.
- It is a draw if both players have killed half their opponent's force by the end of the same turn.

High Elves and Men

Towards the end of the Second Age, the races of Elves and Men stood united in a final effort to rid Middle-earth of Sauron's evil. Here we show you additional techniques for painting these valiant warriors.

Since painting your Warriors of Gondor and High Elves in Pack 2, your painting skills and the range of paints and techniques available to you will have improved and expanded greatly. Here we show you how – using the skills you have acquired – you can paint the Elves and Men of Gondor included with this Pack. These techniques can also be used to bring your miniatures from Pack 2 up to the standard of those you have painted more recently. Finally, we show you some alternative techniques for painting your figures, which can be applied to distinguish them from one another if, for example, you wish to use one to represent a Captain.

◄ GOLDEN ARMOUR

Elves of the Last Alliance take to the field of battle in intricately crafted armour.

PAINTING ESSENTIALS

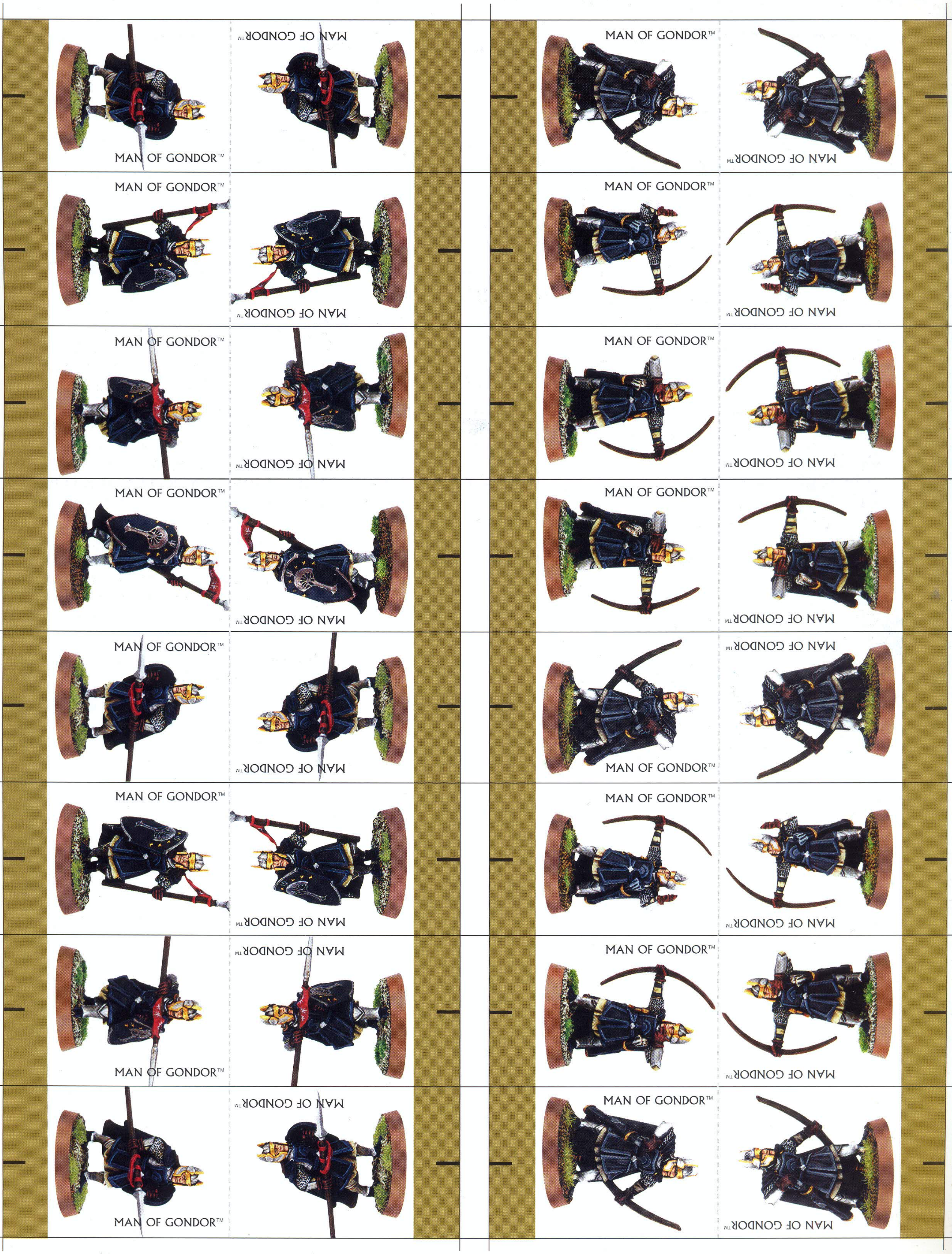
Additional Paints

In addition to the paints listed here, you will require all the paints you used to paint your Men of Gondor and High Elves in Pack 2's Painting Workshop.

PAINTS REQUIRED

TANNED FLESH
MITHRIL SILVER
SHADOW GREY
HAWK TURQUOISE
SPACE WOLVES GREY
DARK FLESH
FORTRESS GREY
CODEX GREY
BESTIAL BROWN

ELF FLESH
TERRACOTTA
BOLTGUN METAL
VOMIT BROWN
BLEACHED BONE
DESERT YELLOW
RED GORE
DARK GREEN, BROWN, BLUE, BLACK AND RED INKS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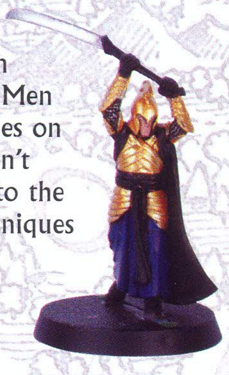
High Elves

RECAP

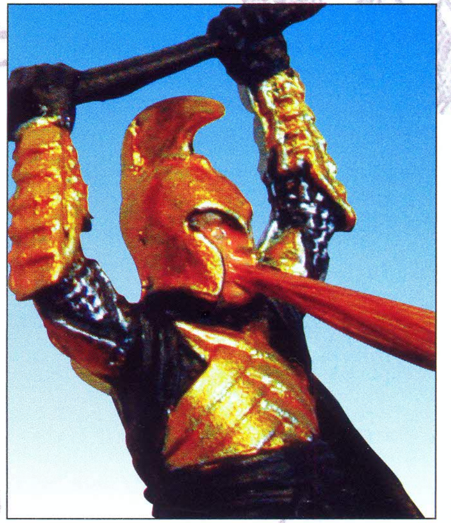
Basic Paint Scheme

Begin by painting your figures in the same way as those from Pack 2's Painting Workshop. However, you do not need to paint the decoration on the tabards on the Men of Gondor, or the sashes on the Elves. Also, you don't need to apply a wash to the Elves' armour. The techniques shown here will work equally well on figures without these parts painted.

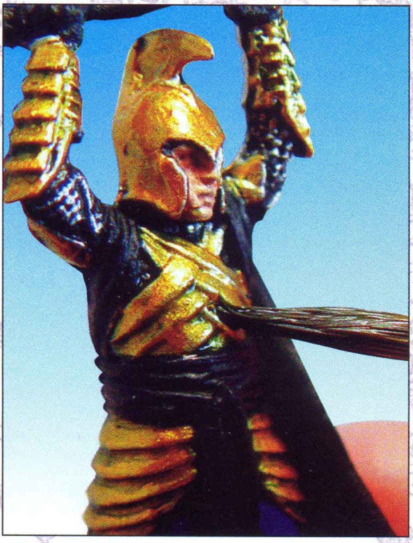


1 The Face

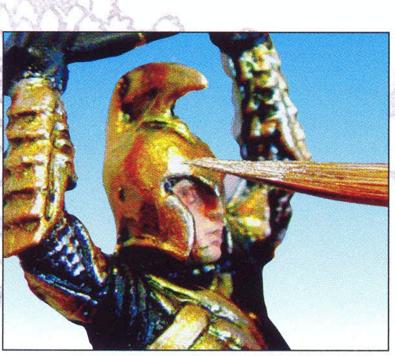
To represent the pale skin of the Elves, you can paint it in a similar way to Galadriel's skin from Pack 35's Painting Workshop, adapting it to work with the existing Dwarf Flesh base colour. First, give the skin a wash of thinned-down Tanned Flesh. Reset the base colour using Dwarf Flesh, then highlight the face by adding Skull White to Dwarf Flesh. Although this results in a slightly darker skin tone than Galadriel, this is perfectly appropriate for an Elven soldier, who lives a more rugged lifestyle.



▲ *The use of a paler wash will give your Elves a lighter skin tone than Men or Hobbits.*



◄ *Thinning down the ink wash with water will ensure the greenish tinge does not colour the armour too strongly.*



2 Elven Armour

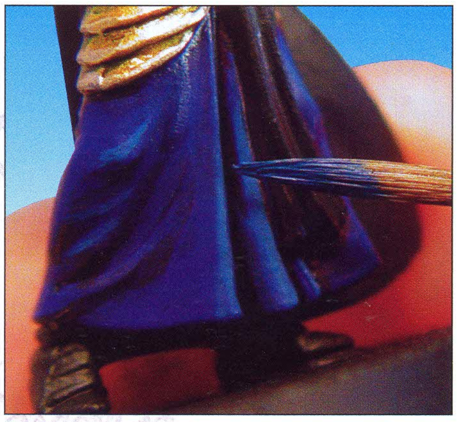
To add a greenish sheen to the armour, similar to that of Elrond's armour in Pack 36's Painting Workshop, you can apply a wash mixed from equal parts Dark Green and Brown inks over the Shining Gold base colour. Once the wash is completely dry, reset the base colour, leaving the greenish hue visible in the recessed areas. Highlight the edges of the bands of armour by mixing Shining Gold with Mithril Silver.

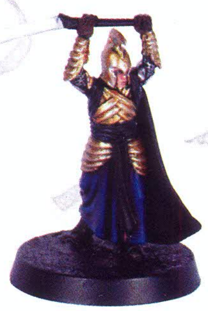
◄ *A final highlight of Mithril Silver can, if you wish, be applied to the most prominent parts of the armour to emphasise its gleaming appearance.*

3 The Inner Robe

To paint the rich, deep blue of the robe, begin by giving the base colour a wash with a mix of Blue and Black ink. Next, reset the base colour with Regal Blue, leaving the wash to shade the deep folds of the robe. To highlight the robe, mix Regal Blue with Shadow Grey and apply it to the raised folds.

► *Keeping the highlights relatively small will stop the robe from looking too washed-out and chalky.*

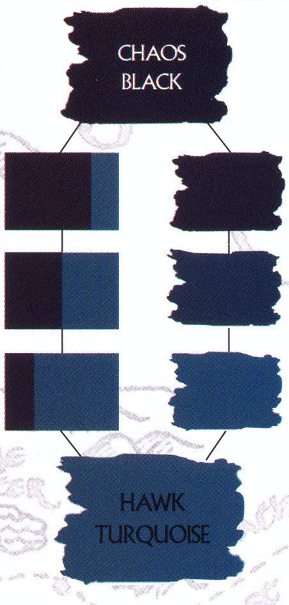




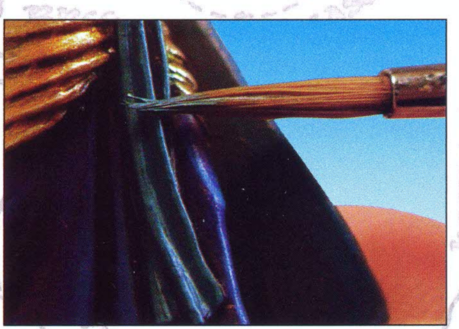
▲ *Your Elf at the end of Step 3 will be fairly near completion.*

4 The Cloak

To paint the cloak, you can use a variation on the layering technique described in Pack 36's Painting Workshop. Rather than using three different colours and mixing an intermediate tone between each, here only two colours are used – Hawk Turquoise and Chaos Black – but with three intermediate stages. The middle stage is an equal mix of both colours, with the layers between having more or less Hawk Turquoise or Chaos Black in the mix as appropriate.



▲ *By making each layer a gradual mix of two colours, the overall transition between colours is more subtle.*



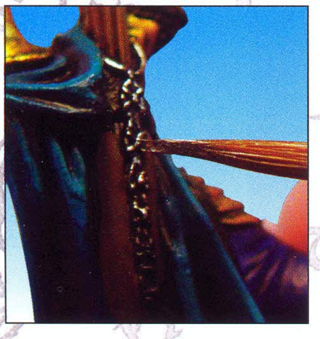
➤ *The contrast between the dark base colour and the pale highlight emphasises the creases of the sash.*

5 The Sash

First of all, paint the sash with a mix of Hawk Turquoise and a small amount of Chaos Black. Because this colour is fairly neutral in tone, it will cover both the black undercoat of your newer models and the white you painted the sash with on your earlier models. Next, add a highlight to the raised areas of the sash using a mix of Hawk Turquoise and Space Wolves Grey.

6 Weaponry

The blades of your sword-armed Elves can be given a wash of thinned Blue and Black inks, then highlighted with Mithril Silver along the edges. To pick out the decoration at the top of the hilt, treat it in the same way as the armour. Paint the quiver of the bow-armed Elves with Scorched Brown, and highlight it with Dark Flesh. Carefully apply Mithril Silver to the ornate details. Paint the shafts of the arrows Bestial Brown and the feathers Fortress Grey, with a dry-brush of Skull White.

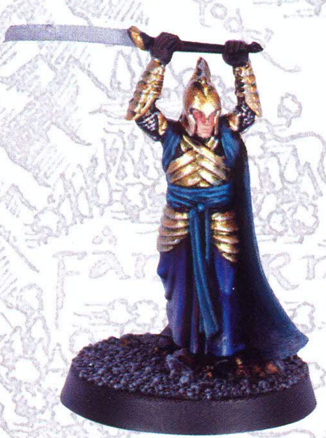


➤ *A steady hand is required to pick out the ornate detail on the Elves' weaponry.*

MORDOR BASES

You can, if you wish, paint the bases of your Last Alliance warriors to match those of the others you have painted up until now. Alternatively, you can paint the bases to represent the blasted wastes of Mordor, to blend in with this Pack's Modelling Workshop project. To do this, begin by painting the entire base with an equal mix of Scorched Brown and Chaos Black. Dry-brush the textured top of the base first with Codex Grey, then more lightly using Fortress Grey.

◄ *By allowing your dry-brushing to stray onto the bottom of the robe and cloak, you can give your warriors a slightly worn, dusty appearance.*

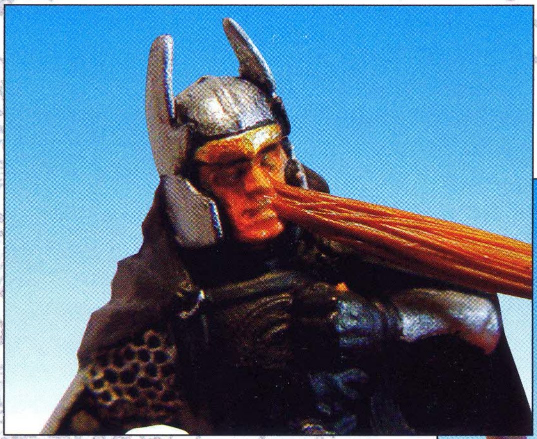


▲ *Your completed High Elf warrior, ready to take to the battlefield against Sauron's minions.*

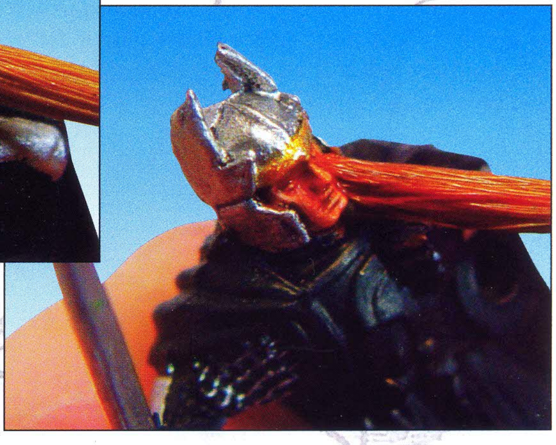
Men of Gondor™

① The Face

Once the face has been painted with Dwarf Flesh, give it a wash of thinned-down Bestial Brown. After you have done this, reset the base colour with Dwarf Flesh. Highlight the face with Elf Flesh on prominent areas such the cheeks and nose. If you wish, you can vary the tones of your warriors' flesh by experimenting with different washes. For example, using Terracotta rather than Bestial Brown will give the models a more ruddy complexion.



➤ *Adding a wash and highlights brings the standard of painting on your existing Men of Gondor into line with your more recently painted models.*



➤ *Different colour washes on the face can add variety to your miniatures.*

➤ *Keeping the silver highlights small and sharp adds definition to the metal areas.*

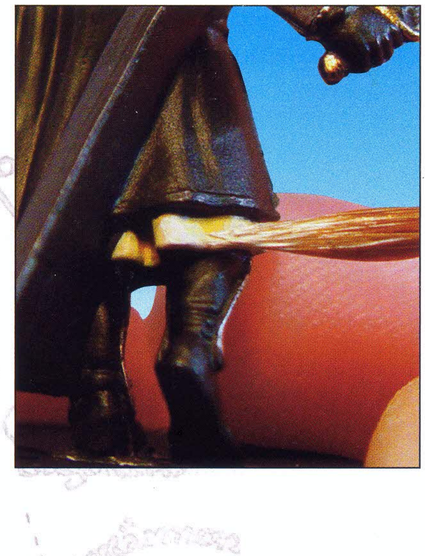
➤ *Blue ink can be used to add a subtle hint of colour to the armour.*

② Armour and Weapons

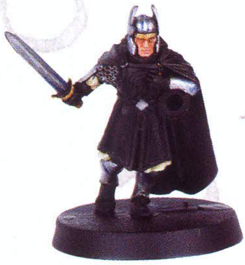
A similar technique to that used on the figures' skin can be applied to add shading and highlights to the armour and sword. In this case, mix Black ink with a little Boltgun Metal, then apply it as a wash over the base colour to all the metal areas. Once this is dry, the base colour is reset with Chainmail, then highlights are added with Mithril Silver. One way of giving a touch of colour to the army is by applying Blue ink to the armour in the same way as on the Warriors of Minas Tirith in Pack 33.

③ The Under-tunic

The warrior's tunic beneath his armour can be painted in a pale, off-white colour. Begin by painting the warrior's sleeves and the tunic protruding below the tabard with a mix of equal parts Vomit Brown and Bleached Bone. Add a layer of pure Bleached Bone, leaving the base colour showing in the deep recesses. Next, complete the highlights with a layer of Bleached Bone mixed with Skull White.



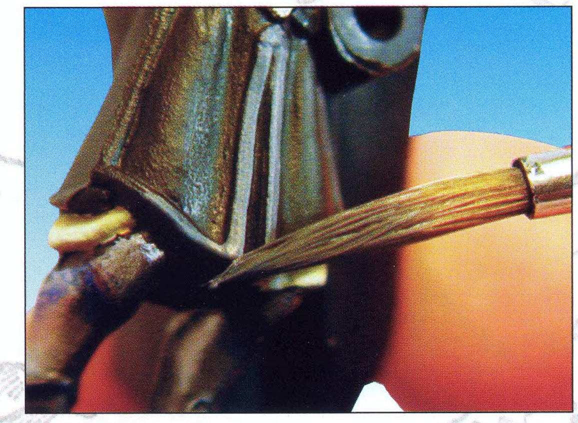
➤ *The lightly coloured under-tunic will contrast with the overall darkness of the paint scheme.*



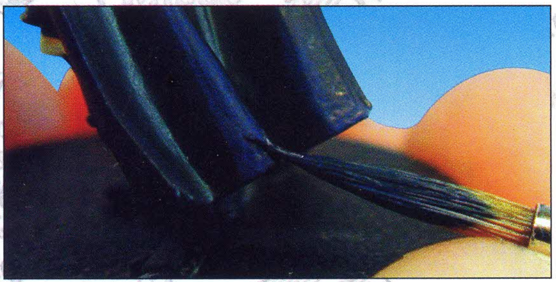
▲ *By the end of Step 3, the details of the model are all that remain to be painted.*

4 Tabard and Shield

The black areas of the tabard and shield can be highlighted in the same way as the tunic of the Warriors of Minas Tirith from Pack 33, using a Chaos Black wash to stop the highlights from appearing too sharp. To paint the edging and tree design on the tabard, begin with a coat of Space Wolves Grey, with a small amount of Chaos Black mixed in. As a highlight, add more Space Wolves Grey to the mix and apply it to the very edges of the grey areas.



◄ The grey mix works equally well over black or white, so can easily be applied to your older models as well as the newer ones.



► This new method of highlighting the black makes the cloak distinct from the colour of the tabard and shield.

5 Cloak

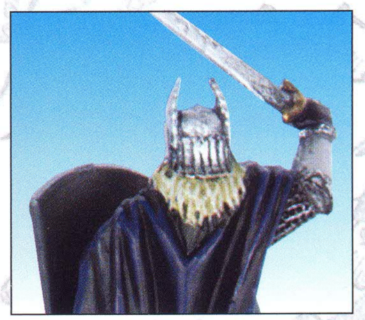
By highlighting the black cloak with dark blue, rather than grey, you can bring a little more colour and variety to the paint scheme. Highlight the cloak in the same way that you normally would, simply using Regal Blue instead of Codex Grey as your highlight colour.

6 Hair and Details

One way of adding variety to your Men of Gondor is to paint them with assorted hair colours. By altering both the base colour and the highlight colour, you can achieve a wide variety of different hair tones.

DESERT YELLOW

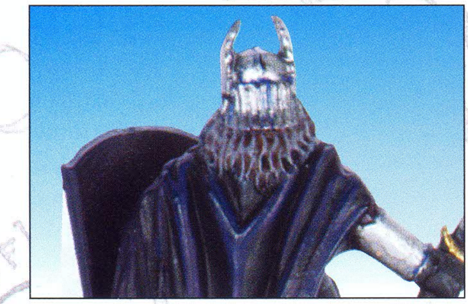
BLEACHED BONE



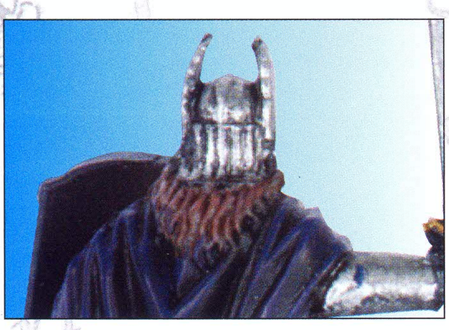
◄ This combination of colours works for pale blond hair.

SCORCHED BROWN

CODEX GREY



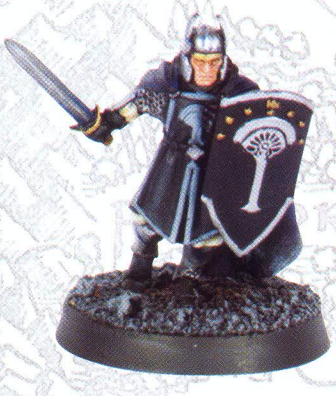
◄ Using brown as a base colour adds a little warmth to grey hair.



► By varying the amount of Bleached Bone used at the highlighting stage, you can give your miniature anything from dark brown to almost blond hair.

SCORCHED BROWN

BLEACHED BONE



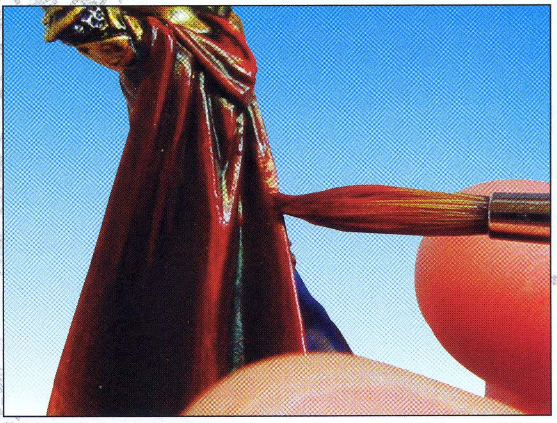
▲ Once you have painted your model, it will be ready to have the shield attached.

Alternative Approaches

Captains' Cloaks

In your Battle Games, you may wish to use a High Elf and a Man of Gondor model to represent Captains of their respective races. As such, these mighty individuals will need to be distinguishable from the rank-and-file troops in their armies. The easiest way to do this is to alter the paint scheme in some way. One approach is to paint your Captains' cloaks a different colour. What colour you use is up to you, but light colours such as cream, or strong colours like red, stand out well. Cloaks are good for experimenting with layered colours, since they offer a large, gently folded surface on which to paint.

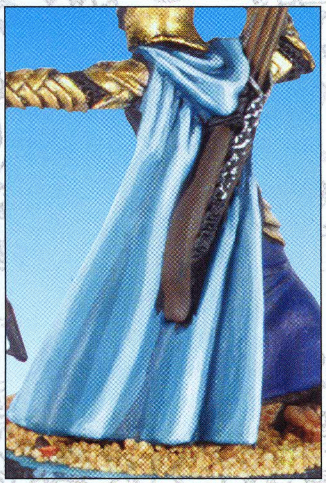
Begin by painting this Elf Captain's cloak using the same techniques as on the other Elves, substituting Red Gore for Hawk Turquoise. A final highlight can then be added by mixing a little Bleached Bone with the Red Gore. By finishing with a wash of Red ink after highlighting, you can make the overall colour of the cloak a deeper, richer red.



◄ *Applying a wash helps to determine the overall colour of the Elf Captain's cloak.*

HAWK TURQUOISE

SPACE WOLVES GREY



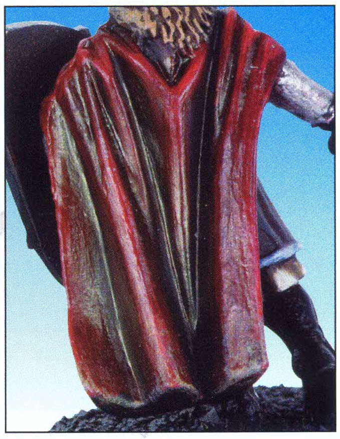
▲ *This Captain's cloak is a similar colour to those of the other Elves, but is much lighter.*

CHAOS BLACK

RED GORE

BLEACHED BONE

RED INK

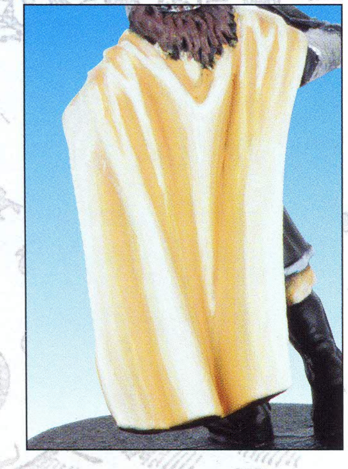


► *The red cloak on this Captain has been painted in the same way as that of the Elf Captain above.*

VOMIT BROWN

BLEACHED BONE

SKULL WHITE

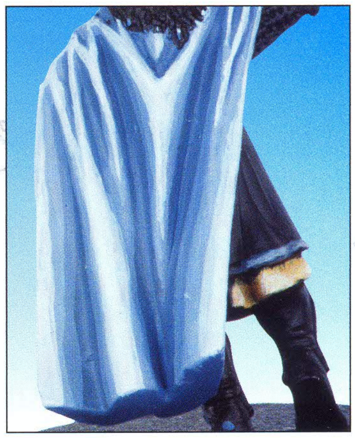


▲ *This cloak has been painted in a similar way to the tunics on the other Men of Gondor.*

SHADOW GREY

SPACE WOLVES GREY

SKULL WHITE

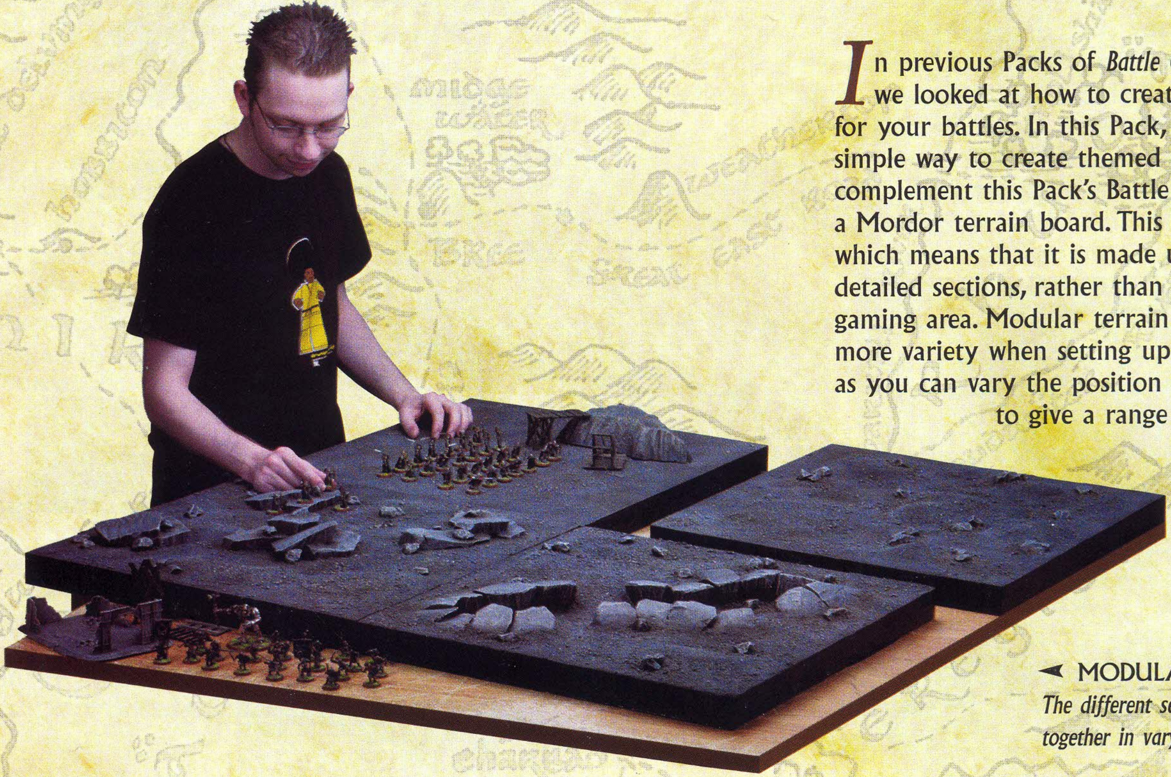


◄ *Whatever colours you choose, your Captains will now stand out from the rank and file.*

Plains of Mordor™

The lands of Mordor are made up of barren ash wastes, devoid of life and choked by clouds of poisonous, volcanic fumes. In this Pack, we look at how to create a modular gaming area to represent the inhospitable realm of the Dark Lord.

In previous Packs of *Battle Games in Middle-earth*, we looked at how to create a gaming board for your battles. In this Pack, we show you a simple way to create themed gaming areas. To complement this Pack's Battle Game, we will build a Mordor terrain board. This board is modular, which means that it is made up of several small, detailed sections, rather than being one large, flat gaming area. Modular terrain affords you much more variety when setting up your gaming area, as you can vary the position of the components to give a range of different layouts.



◄ MODULAR BATTLEFIELD

The different sections can be placed together in varying combinations.

You Will Need

As well as the modelling essentials listed in Pack 35's Modelling Workshop, you will need the following items:

NINE 2½CM/1" THICK EXPANDED POLYSTYRENE TILES (APPROXIMATELY 60CM/2' SQUARE)

SMALL STONES

GRAVEL

MODELLING SAND

5CM/2" WIDE DUCT TAPE

CHAOS BLACK, CODEX GREY, FORTRESS GREY AND SKULL WHITE ACRYLIC PAINTS

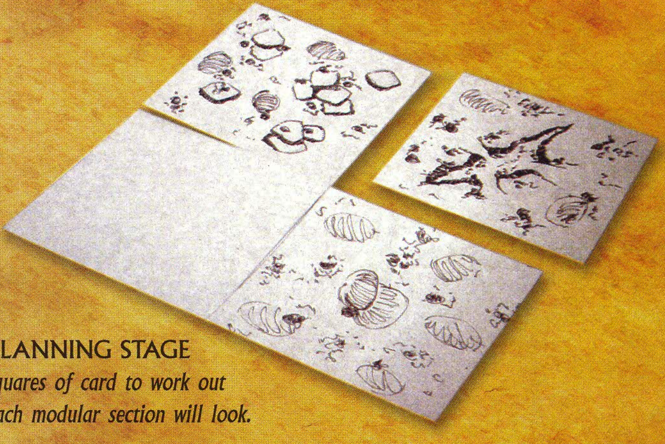
BROWN INK

SANDPAPER

TEXTURED MASONRY PAINT

Planning the Board

The board will be made from four tiles, each about 60cm / 2′ square, arranged to form an attractive-looking gaming area. It is well worth spending a little time making a small mock-up of the finished board by drawing the sections out onto card. This will give you an idea of how the board sections will join together. If you ensure that there are no terrain features modelled onto the very edges of the boards, then they will fit together whichever way round you place them.



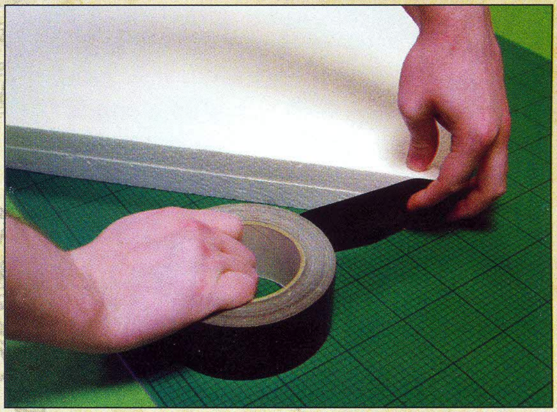
➤ PLANNING STAGE

Use squares of card to work out how each modular section will look.

The Basic Board

❶ The Base

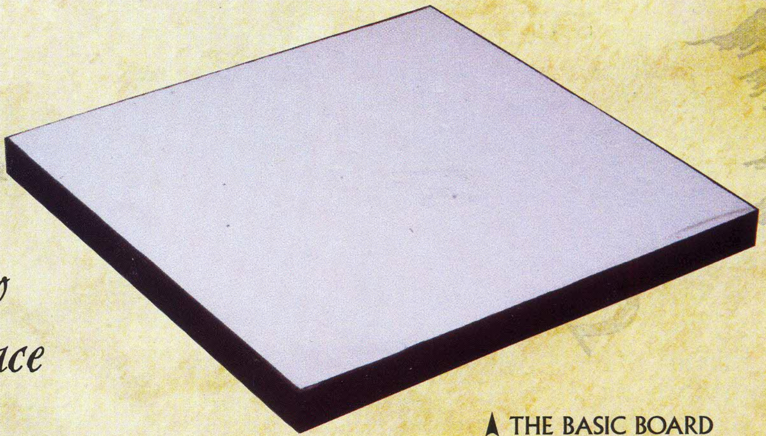
The first board section you make should be the simplest, giving you a feel for the project and the materials. This first section will be flat and textured, providing a single section of open, featureless terrain for the board. Each section will be made from two squares of 2cm / 1″ thick expanded polystyrene. Use PVA to glue one square directly on top of the other, so that you have a single, double-thickness square. This not only adds strength to the base, but will also allow you to carve terrain features into the surface if you wish, without drastically weakening the board. Once the glue has dried, stick strips of duct tape around all the sides of the board, in a similar way to the Moria terrain in Pack 20. This will strengthen and protect the board section, ensuring that it will not be easily damaged by knocks.



◄ TAPING THE EDGES

Protect the board from hard knocks by covering the sides with duct tape.

> *‘Mordor. The one place in Middle-earth we don’t want to see any closer and it’s the one place we’re trying to get to.’*
>
> BOROMIR ™



▲ THE BASIC BOARD

The first section will be a basic, flat part of the gaming area.

2 Texturing the Surface

To represent the rocky wastes of Mordor, we will need a more detailed surface than textured paint alone can achieve. Using a large brush, apply a liberal coat of thinned-down PVA to the top surface of the board. Before the glue has dried, sprinkle a generous layer of modelling sand all over it. Leave the board to dry for a while before tipping off the excess sand onto some newspaper. Transfer the excess back into a container so that none is wasted.

◄ **SAND TEXTURE**
Modelling sand will give the board a rough texture to represent the ashen wastes of Mordor.

TOP TIP

When applying PVA glue to large areas like the top surface of the board, you may find that the glue begins to dry before you get the chance to add your sand. To prevent this, water down your glue and apply a thick layer. Additionally, you may find it easier to cover half the area of the board at a time, rather than covering it all in one go.

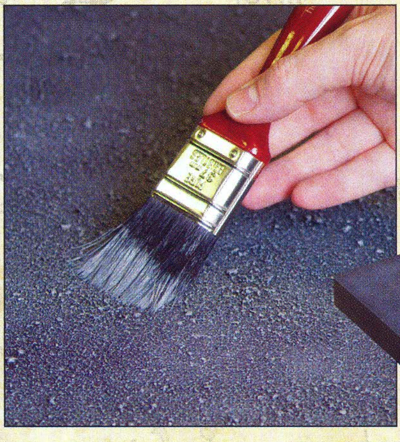
3 Sealing the Texture

The problem with covering large areas with sand is that, when being painted, it has a tendency to come unstuck from the board surface. For this reason we apply a protective seal before painting the board. In an old container, mix up some textured masonry paint and PVA glue with water, until you have a runny mix. Paint the top surface of the board, ensuring that the mixture thoroughly covers the sand and soaks in. Because you will need a lot of this sealant to cover all four boards, it may be worth mixing up a large amount in an old jar and saving it for later.

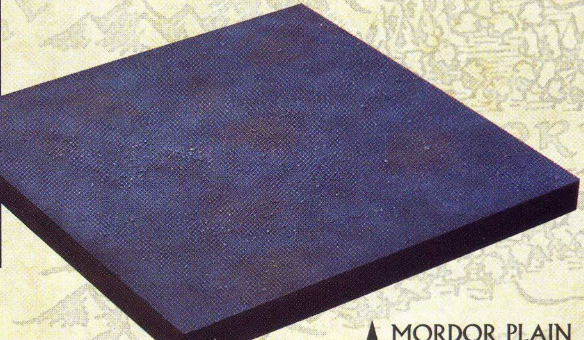
► **SEALING THE SAND**
Using the mix of textured paint, PVA and water, seal the sand texture to protect it from the rigours of gaming.

4 Painting the Board

Although you may want to make all your board sections before painting any of them, the techniques required are basically the same. If the sealant you used was not black, then you will need to give the board an undercoat of Chaos Black before you begin. Next, apply a heavy dry-brush of Codex Grey over the entire surface, followed by a lighter dry-brush of Fortress Grey. A very light dry-brush of Skull White concludes the highlights. Finally, apply thinned-down Brown ink in patches to add realistic shading.



▲ **DRY-BRUSHING THE BOARD**
Build up grey highlights by dry–brushing successively lighter tones over the textured surface.

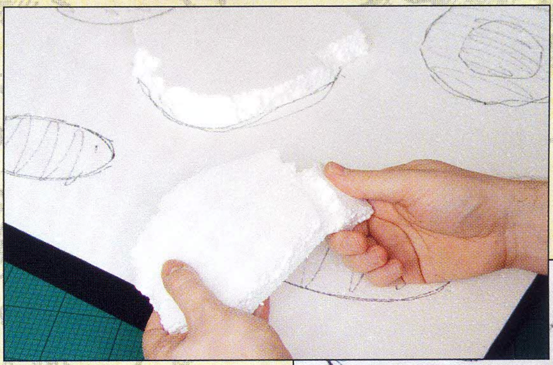


▲ **MORDOR PLAIN**
Once painted, the first modular section of your new board is complete.

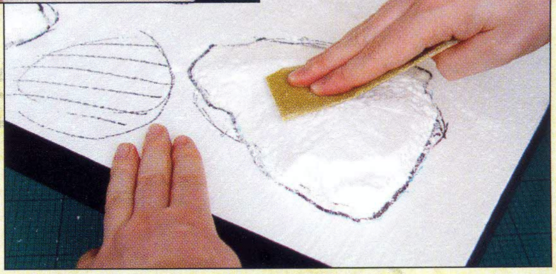
Undulating Terrain

1 Raised Terrain

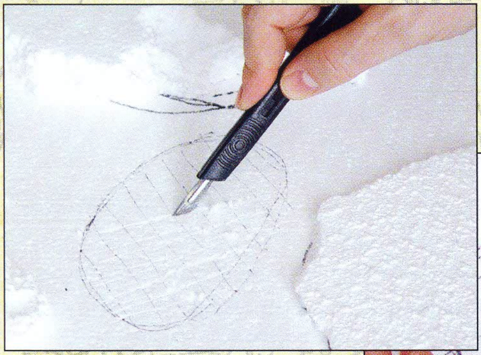
The undulating board section will add small hills and dips to an otherwise featureless section. Begin by making the base of the board section in the same way as before. However, before texturing it you will need to add the dips and rises to the top surface. To make the small hillocks, first tear some random shapes from a polystyrene sheet and a ceiling tile. These two materials will give you hills of two different heights, adding to the realism of the board section. Arrange these pieces of polystyrene on the board surface until you are happy with their position, then glue them down with PVA. To make the raised areas look natural, use sandpaper to smooth them down until they are curved. Be careful when sanding polystyrene, as it can get very messy.



◄ POLYSTYRENE SHAPES
Arrange your shapes of polystyrene sheet and ceiling tile so you are happy with their position.



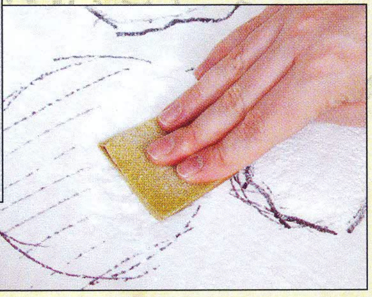
► SANDING THE SLOPES
Sand down the raised areas to make smooth, rolling hills.



◄ SCORING THE SURFACE
By roughly scoring the surface with a craft knife, it becomes easier to pull out the polystyrene to create a dip.

2 Dips

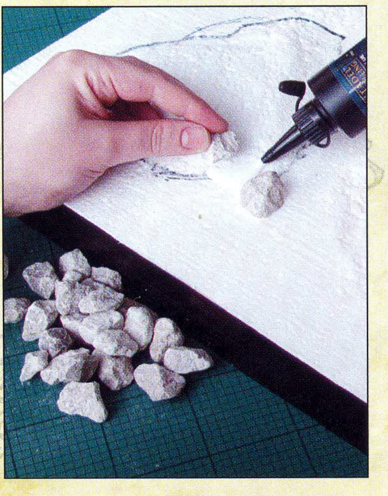
To create simple dips on the board, first mark out the areas that you would like to be inset, then score the area with a craft knife to break up the surface of the polystyrene. Pull out the polystyrene with your fingers, ensuring that the incline is deeper towards the centre, then use sandpaper to smooth out the dip.



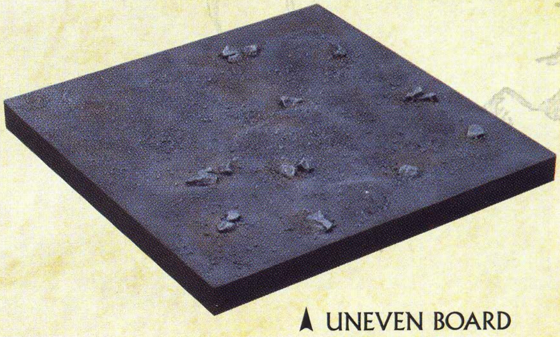
◄ SMOOTHING THE DIP
Sand down the slopes of the incline to make a natural-looking depression.

3 Finishing Touches

Add some extra details by gluing down small stones and patches of gravel. Texture the board with sand as before and, once it has dried, seal and paint the board section as you did for the basic board.



► ROCKY TERRAIN
Small stones from the garden will make excellent rocks and boulders.

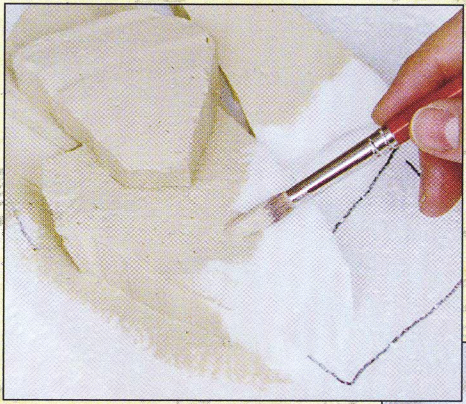


▲ UNEVEN BOARD
The undulating modular section is ready to play on.

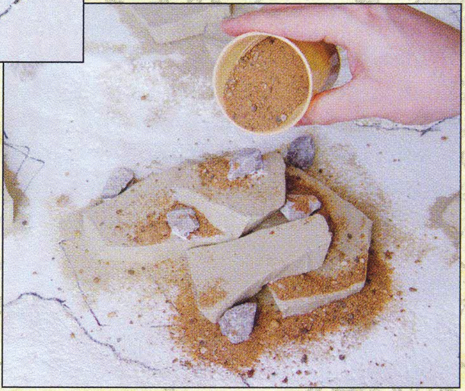
Rocky Outcrops

1 Forming Outcrops

The third board section in the Mordor set features several rocky outcrops. Begin by making the base of the board in the same way as before, then follow these simple steps to add even more detail. To create the slabs of rock that make up the outcrops, use a hot wire cutter to make several rough, polystyrene shapes, about the size of your palm. Cut away the underside of these polystyrene slabs to form gentle slopes, then stick the slabs to your board to create a variety of rocky formations. The sloped undersides make the rocks jut out at realistic angles. To give the rocks a different texture from the rest of the board, apply a coat of textured paint. Next, use PVA to glue fine gravel and modelling sand in patches on and around the rocky outcrops. Finally, glue some stones onto the board in a variety of positions. These will complement the outcrops, making them look more imposing and a natural part of the landscape.



◄ TEXTURING ROCKS
Apply a coat of textured paint to the rocks to give them a different finish from the rest of the board.

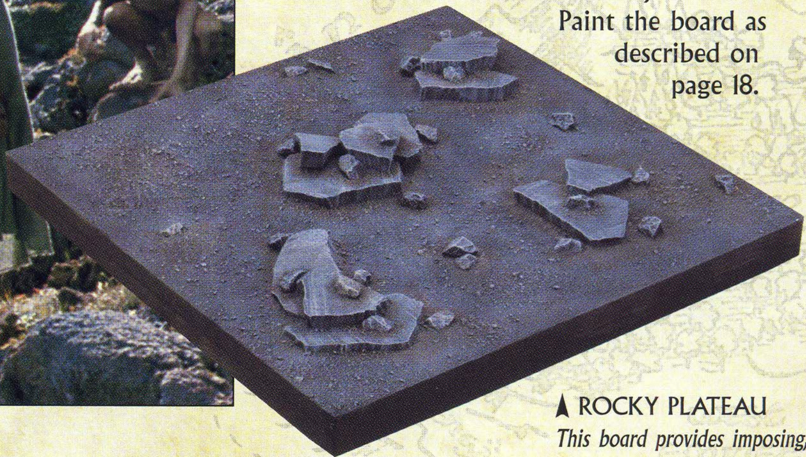


► ROCKY DETAILS
Patches of stones, sand and gravel add realistic details to the outcrops.

2 Finishing Details

Again, paint the entire surface with PVA glue, carefully avoiding your stones and outcrops, ready to apply the texture. Before pouring on the sand, scatter some gravel around the stones to blend them into the board a little. Once the glue is thoroughly dry, tip off the excess sand and gravel, then seal the sand in the same way as before. Paint the board as described on page 18.

▲ LOST IN MORDOR
Gollum leads Frodo and Sam through Sauron's harsh lands.



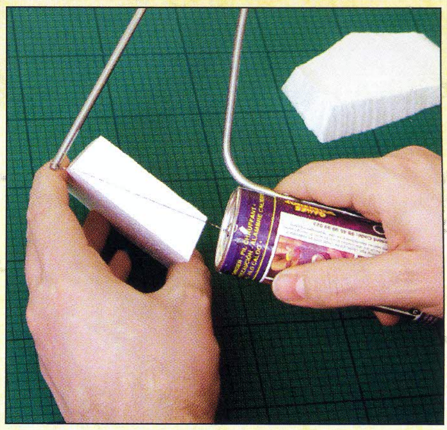
▲ ROCKY PLATEAU
This board provides imposing, rocky outcrops for your Mordor terrain.

Rock Valley

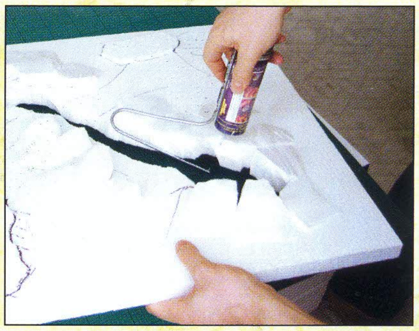
1 Jagged Rocks

This board section contains a shallow valley. Although it is made in roughly the same way as the others, work on a single polystyrene sheet and glue the two sheets together at a later stage. The valley will be encircled by rows of jagged rocks. These are made by cutting out rough slabs of polystyrene in the same way as described for the outcrops. Cut diagonally through the thickness of each slab with the hot wire cutter, leaving you with two wedge-shaped pieces of polystyrene. Make between 16 and 20 of these polystyrene wedges and arrange them on your polystyrene sheet in a rough ellipse shape. Leave gaps here and there so that models have easy access to the valley. Glue them down with PVA and leave them to dry.

Next, use a knife to cut a chunk out of the centre of the ellipse, large enough for a hot wire cutter to pass through. Guide the cutter around the ellipse, following the shape formed by the polystyrene rocks, until you have cut a large, elliptical hole from the middle of the sheet.



➤ CREATING THE WEDGES
Make a diagonal cut through the thickness of the polystyrene to create two wedge-shaped rocks.



➤ CARVING THE CREVASSE
Cut out the area between the rocks to create a valley in the sheet of polystyrene.

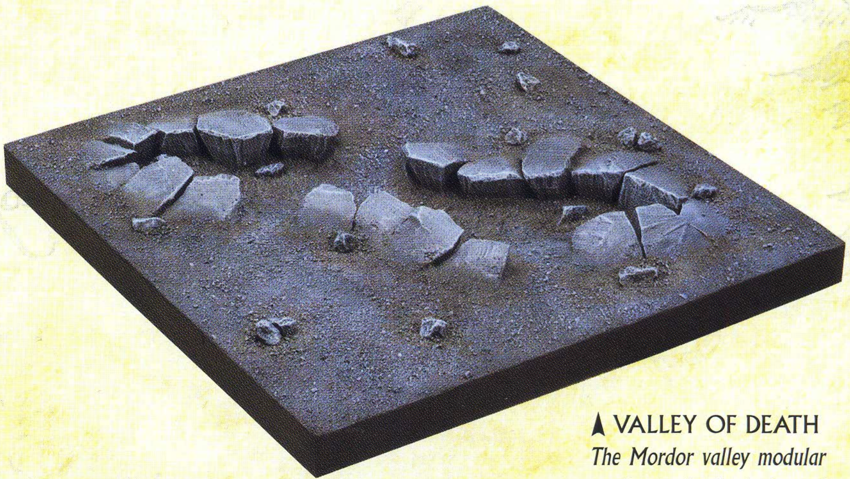
➤ SANDING THE VALLEY
Use sandpaper to smooth out some entrance points to the valley floor.

2 Finishing the Board

Glue the polystyrene sheet with the hole in on top of a second, intact sheet, to form the finished board section matching the previous three. Use duct tape to protect the edges, as before. Once the board is dry, use sandpaper to smooth down the joins between the board surface and the wedge-shaped rocks. Also, sand down the gaps between the rocks so that you have a gentle slope leading into the valley. Next, give the rocks a coat of textured paint. Once this is dry, glue a few stones around the board section, then texture and seal it. All that is left is to paint the board as described on page 18.

TOP TIP

Once the board is covered in sand and while the glue is still wet, take an old brush and gently flick away some of the sand around the outcrops. This will remove any harsh lines of sand and make the rocks blend into the board more naturally.



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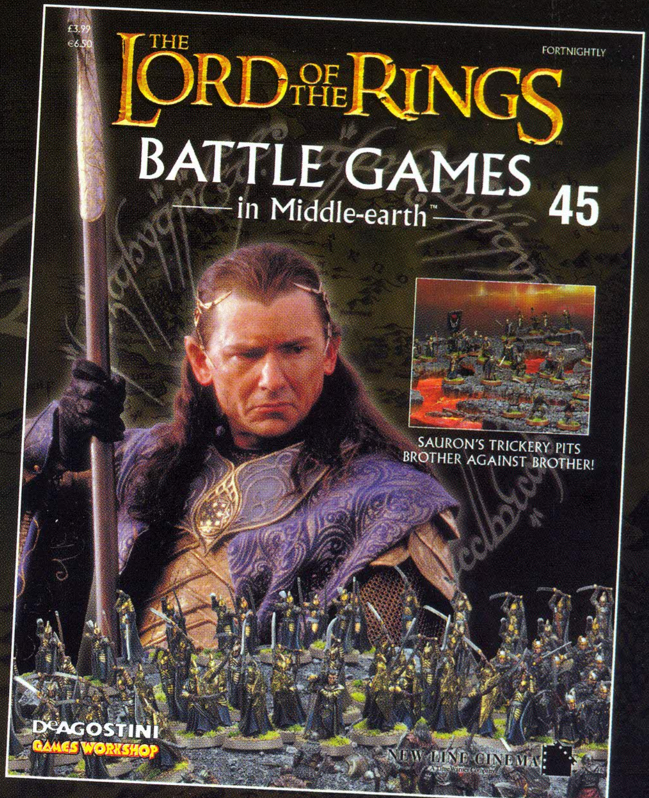
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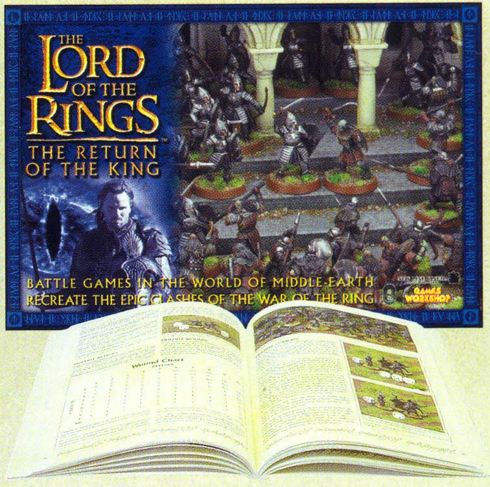
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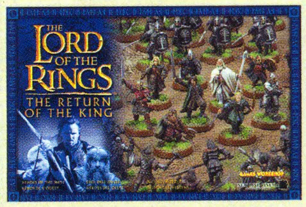
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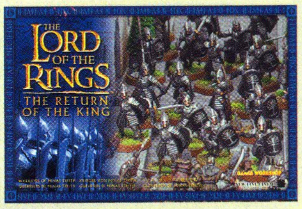
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